



### Stilgebauer Award 2010 – Application Form

Please provide the information below. This application form needs to accompany the Project Summary for the project to be considered for a Stilgebauer award. Individuals or teams may complete the required information for their own project(s) or for another teacher or group's project

Project Name: <u>European Mystery - A Podcast Experience</u>	
School Regional Area	<input type="checkbox"/> North Cook <input type="checkbox"/> South Cook <input checked="" type="checkbox"/> West 40
District Name	<u>Riverside Public Schools</u>
District No.	<u>96</u>
Name(s)-Teams with up to 5 members will be accepted! Include all names.	Email Address(s)
* <u>Steve Elgeness</u>	* <u>elgenesss@district96.org</u>
*	*
*	*
*	*
*	*
School Name	<u>Central School</u>
School Street Address	
School City, State, Zip	<u>Riverside, IL 60546</u>
School Phone Number	<u>708-</u>
If you are providing information to nominate another teacher or group, please provide your information below (if different from those named above).	
Nominator's Name	<u>Liz Whaley</u>
Nominator's Phone #	<u>630-816-1487</u>
Best Contact Time	<u>Any time during day</u>
Nominator's Email	<u>whaley@district96.org</u>

Please attach the Project Summary to this form and send to Learning Technology Center One Central at 2701 W. Washington Blvd., 2<sup>nd</sup> Floor, Bellwood, IL 60104

## **European Mystery – A Podcast Experience**

**Abstract:** Students worked in teams to create a mystery story that takes place in the European countries being studied in Social Studies, concentrating on the five themes of geography. The plot of the story could include a mystery involving a missing artifact, the adventure of a spy chasing a villain, or a search for a secret treasure that is hidden in Europe. Students recorded their stories and added sound effects and photos and the podcasts were added to a class website.

**Grade Levels:** 5

**Subject Areas:** Social Studies and Writing

**Technology Resources:** Mindmeister (Web 2.0), headsets with microphones, GarageBand, iWeb, Flickr, Pics4Learning, and Europe Pictures for creative commons photos

**Other materials:** Social Studies text books, Project packet including instructions, mystery planning sheet, and a list of required details for the script

### **Standards:**

#### **Language Arts: Writing and Speaking and Listening**

3.B.2a Generate and organize ideas using a variety of planning strategies (e.g., mapping, outlining, drafting).

3.B.3a Produce documents that convey a clear understanding and interpretation of ideas and information and display focus, organization, elaboration and coherence.

3.C.3b Using available technology, produce compositions and multimedia works for specified audiences.

4.B.3b Design and produce reports and multi-media compositions that represent group projects.

#### **Social Studies:**

17.C.2a Describe how natural events in the physical environment affect human activities.

17.C.2b Describe the relationships among location of resources, population distribution and economic activities (e.g., transportation, trade, communications).

18.A.2 Explain ways in which language, stories, folk tales, music, media and artistic creations serve as expressions of culture.

#### **NETS-S**

1. Creativity and Innovation

a. apply existing knowledge to generate new ideas, products, or processes.

b. create original works as a means of personal or group expression.

2. Communication and Collaboration

b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3. Research and Information Fluency

locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

5. Digital Citizenship

a. advocate and practice safe, legal, and responsible use of information and technology.

### **Process:**

While working on a unit about present day European countries students began researching and brainstorming characters, locations and artifacts for an adventure/mystery story. Students chose to work in small groups or individually on this project.

The first product students created was a MindMeister bubble map as a brainstorming and organizational tool. Students included the required elements of the story on their mind map; main characters and setting as well as landmarks, clothing, artists/musicians, inventions, transportation, climate and famous people for each of the countries their main character(s) visited. While working on their maps they

researched European countries and looked at photos to become familiar with landmarks, locations and attractions. They also used Google Earth to go to cities and actually view city streets and other famous sites. As they researched and created their MindMeister maps they saved photos to use later in their projects.

Students then wrote the story or script of a mystery adventure that took their main characters throughout several countries in modern day Europe. They used the mystery planning sheet as a prewriting activity. The story had to show evidence of the elements of a mystery including a setting, a problem, clues, a hero, a villain/challenge, and a resolution and these parts were all included on the planning sheet. Students continued to collect photographs and view locations on Google Earth to add details to their stories such as an actual restaurant, street name or landmark as they were writing the stories. Mr. Elgeness read the completed scripts and either approved them or suggested revisions. The script had to be approved before students moved to recording.

Students used a headset with microphone to record the completed scripts into GarageBand. Each student in the group took on the role of different character to read that character's speaking parts. Students who worked individually recorded different sounding voices or asked classmates to speak some of the story for them. Students edited their recordings and rerecorded sections that were too soft or had mistakes. They added music and sound effects to enhance the story and add emotion. Finally photographs that had been collected in the earlier stages of the project were placed into the podcast.

The podcasts were exported to disk and placed in a drop folder. Then they were all placed on a class website.

**Integration:** This project opened up so many avenues to students to actually experience these countries. They viewed photographs, saw actual locations on Google Earth, and even listened to sounds recorded on streets in different countries. All of these experiences were happening simultaneously as students were writing their stories so that they could actually have the feel of being in a place thousands of miles away. It was amazing to watch the stories unfold as their understanding of each country expanded. In the past I have always encouraged students to write the script of a project first and then look for photographs and other resources like sounds but in this project experiencing these resources in the writing phase deepened their understanding of each place. The writing and social studies were exceptionally well integrated and the technology integration was very effective.

### **Reflection:**

I believe the podcast experience will stay with the students far longer than any test or other assessment. Students were able to bring their own ideas and experiences to the project to create believable and multi-dimensional characters in a mystery setting. I knew they were getting a more global perspective of Europe when they were searching for authentic restaurants, clothing, and locations for each country. Some students included actual addresses found using Google Earth. Other students were visiting restaurant websites to explore the actual menus. One student was even looking up flight availability from London to Paris and used actual times of departure while another was researching actual train stations for the London Underground. This project truly transports the student and their audience to the locations in their story. We really functioned as a team and I learned many things along with my students. It was truly an experience of discovery for all of us.